

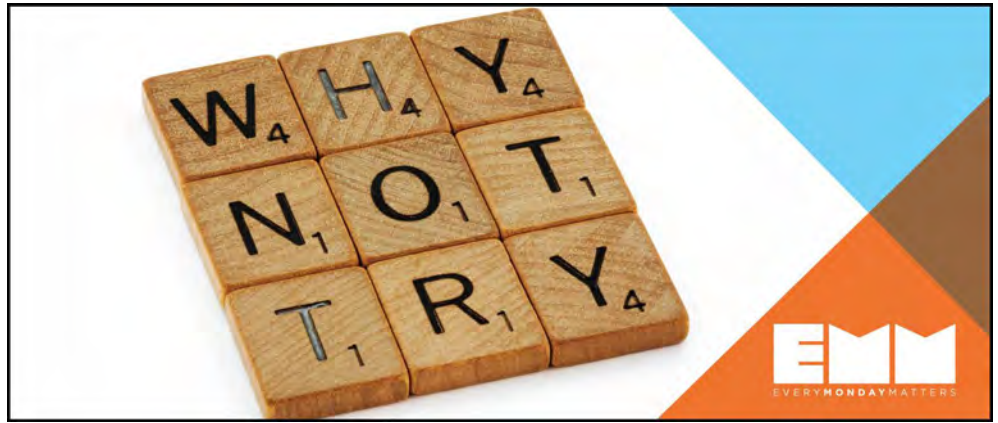
THIS WEEK'S  
FOCUS:

TRY  
SOMETHING  
NEW

GRADE  
LEVEL:  
**K-2**



I MATTER



## TODAY'S ACTIVITY: "BINGO FOR IT"

- Students will consider what it means to GET IMAGINATIVE when seeking to TRY SOMETHING NEW. Students will share their "new" experiences and excite peers to explore even more NEW opportunities.
- Blank paper or copies of the lesson handout; pens or pencils  
**Prep time:** 5-10 minutes
- As this is the third Monday of the month, please consider sharing highlights or relevant parts of the Monthly Launch lesson, Week 1 - Spark Creativity and Week 2 - See Beyond to reinforce this month's theme Monday Gets Imaginative. This activity has two parts. In part A, students will identify NEW activities they would like to TRY and place them on their BINGO card. In part B, students actively TRY their NEW activities and complete a BINGO row across, vertically or diagonally. Make time at a later date to see how students are doing with their NEW activities.

LEARNING MODALITIES		SOCIAL & EMOTIONAL LEARNING		4 C's	
	Visual	•	Self-awareness		Critical thinking
	Auditory	•	Self-management		Communication
	Kinesthetic		Social-awareness		Collaboration
	Verbal		Relationship skills	•	Creativity
	Interpersonal		Responsible decision-making		
•	Intrapersonal				
	Logic				

## GOALS FOR THE WEEK

- 1 DISCOVER** how TRYING SOMETHING NEW helps us to build courage, boost our confidence, strengthen our determination and discover who we want to be.
- 2 ENGAGE** in activities that create opportunities that expand our knowledge and skills while also learning things about ourselves, our community and the world.
- 3 UNDERSTAND** that TRYING SOMETHING NEW is a mindset that builds experiences for us that have purpose and meaning for ourselves and those around us.



## LAUNCH: (3-5 minutes)

\*Consider asking one or more questions below to build background to the lesson's theme - GET IMAGINATIVE and strategy - TRY SOMETHING NEW.



What is something NEW you have done recently?

What is it like for you to TRY SOMETHING NEW?

Are there things that you have always wanted to TRY but haven't? What are they?

What are some reasons that people might not TRY SOMETHING NEW?

Why might it be important to TRY SOMETHING NEW every once in a while?



If you think about it, everything we have ever experienced was at some point, NEW to us. Whether it is something you have done since you were little or an activity you recently started this school year, we put ourselves into NEW situations all of the time. Sometimes, those situations turn out fantastic and sometimes, not so much. Either way, we learn a little bit more about ourselves with every NEW try.



## INQUIRY: (3-5 minutes)

Consider asking 1-3 questions from the list below to help build background for the activity. \*NOTE: Consider modifying the questions pending students' ages, grades, ability levels, and classroom goals. Consider having students share their responses in pairs, small groups, or as a large group.



What is something NEW you tried and it turned out great?

What is something NEW you tried and it didn't turn out great?

Why might TRYING SOMETHING NEW be hard or stressful?

Why might TRYING SOMETHING NEW be easier for some people and not for others?

How might we use our IMAGINATION when thinking about TRYING SOMETHING NEW?

What might we learn about ourselves when we TRY NEW things?



## ENGAGE: (1 minute)



Think about all of the NEW things you have experienced in the last few years. Think about what you were like before those NEW things happened. Now, think about what you are like because of those experiences. When we seek and take opportunities to explore NEW activities and experiences, something amazing happens. We learn what we like and don't like. We discover possibilities. With each NEW TRY, we work towards who we want to be.

Icon Key



- Ask



- Explain



- Say



- Brainstorm



- Slide #'s



Are you ready to TRY SOMETHING NEW?



## START ACTIVITY: (10-15 minutes)

**Directions:** Provide students with a blank BINGO FOR IT card and a pen or pencil. (Select the BINGO FOR IT card that most suits your students.) Brainstorm with students NEW things they can TRY. To help students generate NEW things to TRY, think about providing different categories: music, games, food, hobbies, sports, etc. Think about writing down students' response on the whiteboard or flipchart paper. Then have students write down the things or draw pictures of what they would like to TRY on their BINGO FOR IT cards. Challenge students to TRY one of the items within the next 24 hours. Provide a realistic time frame for students to TRY things from their BINGO card. Encourage students to TRY SOMETHING NEW each day.

\*For younger students, consider writing their ideas on the whiteboard and having them draw a picture or copy the word onto their BINGO card.



Today, we are going to make some space in our lives to TRY SOMETHING NEW.

Let's think about some things that you have been thinking about trying for a while or something you have always been curious to do. Think about some things that might be fun or bring something different to your day. Maybe you want to TRY a different hobby or sport. Maybe you are curious about a certain type of music or game. Whatever it is, let's put it on the list.

\*Consider asking one or more questions below to help students brainstorm NEW things to TRY.



What is something you have been thinking about TRYING?

What is something you have learned about and would like to know more?

What is something you would like to learn how to do?

\*Pass out blank BINGO-FOR IT cards.



Fill out your BINGO FOR IT cards with NEW things to TRY. You can use items from our brainstorm list or maybe you have some other things in mind. Even if you are unsure or uncertain about the NEW things, give it a go and TRY.

TRY your best to do one NEW thing a day and experience the excitement and fun of TRYING SOMETHING NEW. Even if we find out that this NEW thing isn't something we want to do, we tried. We will check in with each other throughout the week to see how we are doing with TRYING SOMETHING NEW.





## REFLECT: (3-5 minutes)

After the activity, consider asking 1-3 of the following questions to help students reflect, evaluate, and make connections to the lesson. \*NOTE: Think about modifying the questions based on your students' ages, grades, ability levels, and classroom goals. Consider having students share their responses in pairs, small groups, or as a large group.



What was it like to come up with NEW THINGS to do?

Which idea or activity are you excited to TRY?

What might motivate you to TRY SOMETHING NEW from your list?

How can we support each other to TRY SOMETHING NEW every day?

How might TRYING SOMETHING NEW show yourself how much and why you MATTER?



## WRAP UP: (1 minute)

Thank you for taking the time to GET IMAGINATIVE and explore TRYING SOMETHING NEW. When we take the time to actively TRY SOMETHING NEW, we often become more adventurous in our way. We expand our knowledge and grow our skill sets. We show ourselves how much and why we MATTER in TRYING SOMETHING NEW.

Icon Key



- Ask



- Explain



- Say



- Brainstorm



- Slide #'s

## EXTEND

Think about providing more opportunities for students to **GET IMAGINATIVE** and **TRY SOMETHING NEW** by doing one or more of the activities listed below:

- 1. IF YOU:** Read aloud, listen to or watch any of the “If You Give a...” by Laura Numeroff. Video read aloud links below:  
If You Give a Mouse a Cookie (<https://youtu.be/TRtSJ5Zu4MM>),  
If You Give a Moose a Muffin (<https://youtu.be/Lpdgvr3nhrY> ),  
If You Give a Pig a Pancake (<https://youtu.be/VIRJ1bBKyZE> ),  
If You Give a Cat a Cupcake ([https://youtu.be/KwSJkrQ\\_M-M](https://youtu.be/KwSJkrQ_M-M) )  
If You Give a Dog a Donut (<https://youtu.be/kjNIWanqOec>)  
Using the same “If You Give A...” format as a template for oral story telling stories about TRYING SOMETHING NEW. Lead off the story and have each person add the next sentence. EXAMPLE: First person, “If you try something new like pickleball, then you might find that you enjoy playing on a team. Second person: If you enjoy playing on a team, then you might try another sport like...”] Have students continue a thread of “If You TRY SOMETHING like...” to reinforce, the wonderful outcomes when we TRY SOMETHING NEW.
- 2. TRY SOMETHING journal:** Have students keep a TRY SOMETHING NEW journal. Encourage students to write about what it was like to TRY SOMETHING NEW, what they enjoyed about the experience, and what was challenging about it. Make time to for students to share their experiences with their peers.
- 3. A NEW MEDIUM:** Provide students blank paper and paints or watercolors but no paint brushes. Have students use their IMAGINATION and ingenuity to use other tools around the classroom to paint. (Ex: paper towels, tissue, craft sticks, straws, etc.)

**“WHEN I LET GO OF WHAT I AM,  
I BECOME WHAT I MIGHT BE.”**  
- LAO TZE, CHINESE PHILOSOPHER

Icon Key



- Ask



- Explain



- Say



- Brainstorm




- Slide #'s

# BINGO FOR IT



## "TRY SOMETHING NEW"

**Directions:** Fill in the blank squares on your BINGO card with activities and things you would like to TRY. Then go for it. Explore the items listed. Experience the NEW and TRY to get NEW BINGO as you do.

B	I	N	G	O
				

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N	E	W
		
		
		